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CAMERA SCRIPT

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Project No.
02340/7065

"DOCTOR WHO" (ILL) MMM

'The Sea Devils'

by

Malcolm Hulke

TX-72

EPISODE THREE

Producer.....	BARRY LETTS
Director.....	MICHAEL BRIANT
Script Editor.....	TERRANCE DICKS
P.A.....	COLIN DUDLEY
A.F.M.....	JOHN BRADBURN
Assistant.....	PAULINE SILCOCK

Designer.....	TONY SNOADEN
Visual Effects.....	PETER DAY
Costumes.....	MAGGIE FLETCHER
Make-up.....	SYLVIA JAMES

T.M.1.....	MIKE JEFFERIES
T.M.2.....	PETER VALENTINE
Sound Supervisor.....	TONY MILLIER
Grams Operator.....	BARRY BONNER
Crew No.....	TEN

Vision Mixer.....	JOHN GORMAN
Floor Assistant.....	TONY COX
Film Editor.....	MARTYN DAY

1130 - 1300	Camera Rehearsal (with T/K 35 from 1130)
1300 - 1400	LUNCH
1400 - 1830	Camera Rehearsal
1830 - 1930	DINNER
1930 - 2000	Line up
2000 - 2200	RECORD VTC/6HT/69570

RECORDING:

MONDAY, 29TH NOVEMBER 1971

T.C.8

TRANSMISSION:

SATURDAY, 11TH MARCH 1972

BBC-1 COLOUR

"DOCTOR WHO"

SERIAL LLL

'The Sea Devils'

EPISODE THREE

CAST LIST

Master.....ROGER DELGADO
Doctor Who.....JON PERTWEE
Trenchard.....CLIVE MORTON
Jo Grant.....KATY MANNING
Castle Guard Barclay
 (FILM ONLY).TERRY WALSH
Captain Hart.....EDWIN RICHFIELD
Commander Ridgway.....DONALD SUMPTER
3rd Officer Jane Blythe.JUNE MURPHY
Castle Guard Drew.....STANLEY McGEAGH
Lt. Commander Mitchell..DAVID GRIFFIN
Ldg Seaman Lovell.....CHRISTOPHER WRAY

EXTRAS

Submarine Ratings.....ROY PEARCE
 RON TINGLEY
 DENNIS PLENTY
Castle Guard.....~~NICK LLEWELLYN~~
 PHILLIP WESTON

Technical Requirements

5 PEDS
4 BOOMS
2-link VIDEOCONS
2 8½ in. monitors
2 CHARS
CSO YELLOW
16 mm Telecine Machine

Doctor Who and Jo Grant go to visit the Master, now living in a luxuriant prison on a small island. Trenchard, a loyal but not over bright ex-colonial type, is the governor of this one-man prison. In the area, Jo and the Doctor learn that a number of ships have mysteriously vanished.

The Doctor becomes intrigued and insists on visiting a nearby Naval Base where a strangely charred lifeboat, found after one of the wrecks has been taken for Naval investigation.

When Captain Hart, who is in charge of the top secret Naval Research Base, refuses to listen to the Doctor's theories, the Doctor insists on visiting a nearby oil rig which has been the scene of mysterious happenings. On the rig Jo and the Doctor are attacked by a Sea Devil, a strange man-like lizard of enormous size.

(The Doctor explains to Jo that the Sea Devil is a related species to the Silurians. A race of intelligent lizards he once encountered in the Derbyshire Caves. The creatures have been in hibernation until accidentally revived. The Doctor's theory is that the oil-rig has revived a colony of these creatures on the sea bed.

Meanwhile, it is becoming obvious that the Master has established some sort of ascendancy over Trenchard. While Jo and the Doctor are visiting Hart, in an attempt to convince him of the Sea Devils existence, Trenchard smuggles the Master into the Naval Base where he steals top secret electronic equipment.

With this device the Master constructs a calling device. This enables to summon a Sea Devil which almost destroys Jo and the Doctor.

Meanwhile Captain Hart has dispatched a submarine to investigate the sea bed near the oil rig. The submarine vanishes captured by the Sea Devil. The Doctor and Jo, having escaped from the Master's trap, persuade Captain Hart that something is badly wrong at the Master's prison and persuades him to investigate. But they arrive too late. Sea Devils have raided the Chateau killing Trenchard and apparently capturing the Master. With the help of a naval diving vessel the Doctor gains admittance to the Sea Devils base where he finds the Master in a position of power. The Master plans to help the Sea Devils

to conquer the Earth and enslave humanity. The Doctor attempts to persuade the Chief Sea Devil to come to some peaceful settlement with the human race, and appears to be on the verge of success when all his efforts are frustrated by the beginning of an all out Naval attack on the Sea Devils under-sea base. This has been ordered by Walker, a ruthless politician who has been given responsibility for dealing with the Sea Devils.

During the attack the Doctor escapes by recapturing the submarine and releasing its crew.

On their return to the base, Walker is eventually persuaded to allow the Doctor to make one final attempt for peace with the Sea Devils. But before the attempt can be made, Sea Devil's led by the Master, attack and capture the Naval Base.

By using the Doctor's friends as hostages, the Master forces the Doctor to assist him to build an electronic device which will enable the Master to revive Sea Devil's colonies all over the world.

With the help of Jo, Captain Hart and his men recapture the Base. The Master escapes and the Doctor goes in pursuit only to find himself re-captured by the Sea Devils.

In the Sea Devil's undersea base, the Master forces the Doctor to help him install the device which will revive the Sea Devils. Once this is done, the Master's usefulness is at an end and he and the Doctor are imprisoned together.

The Doctor then informs the Master that the device has been sabotaged, when put into use it will blow up the entire base. The Doctor and Master must escape together or die together.

They manage to escape to the surface where they are picked up by a rescue helicopter. Apparently exhausted, the Master collapses, and is taken to an ambulance upon their return to the Naval base. But when the Doctor goes to look at the recumbent form on the stretcher he finds a member of the helicopter's crew. Suddenly the helicopter takes off. (The Master has escaped to fight another day.)

"DOCTOR WHO"

SERIAL LLL

'The Sea Devils'

EPISODE THREE

RUNNING ORDER

Project No. 02340/7065

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
2	1. INT. CHATEAU <u>MASTER'S ROOM</u>	Doctor Master Trenchard Guard	Day	1A, C1, 5A, D1, 3A	1- 16
5	2. INT. CHATEAU <u>TRENCHARD'S OFFICE</u>	Doctor Guard Trenchard	Day	2A, A1, B1, 4A	17- 33
	PAUSE FOR TRENCHARD				
9	3. INT. CHATEAU <u>MASTER'S ROOM</u>	Master Trenchard	Day	1A, C1, 5A, D1 3A	34- 40
11	4. INT. NAVAL BASE <u>HART'S OFFICE</u>	Hart Ridgway Jane	Day	4B, B2, A2, 2B	41- 47
12	5. INT. CHATEAU <u>MASTER'S ROOM</u>	Master Trenchard Doctor Drew	Day	1A, C1, 5A, D1, 3A	48- 68
15	6. INT. NAVAL BASE <u>HART'S OFFICE</u>	Ridgway (OOV) Hart Telegraph- ist	Day	A2, 2C Sound Link from Sub.	69
	PAUSE FOR CAM. 2				
16	7. INT. NAVAL BASE <u>HART'S OFFICE</u>	Jane Hart	Day	4B, A2, 2B	70- 77

(a)

"DOCTOR WHO" (LLL) EPISODE THREE
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/NIGHT	CAMS/BOOMS	SHOTS
17A	<u>8. INT. SUBMARINE</u>	Ridgway Mitchell Sailors	Day	3B,D2,1B C2,5B	79- 82
	BREAK				
18	<u>9. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Doctor Master Drew	Day	1A,C1,5A, D1,3A	85- 89
21	<u>TELECINE 7</u> (A1) Ext. Chateau. JO comes round curved wall to Dr's window	JO	Day		
21	<u>11. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Doctor Jo	Day	1A,C1,5A, D1	97- 103
22	<u>TELECINE 8</u> (A2) Ext. Chateau Jo runs up to window. She opens it and climbs through. Int. Chateau Jo hides from Guard as he comes down stairs	Jo Guard	Day		
22	<u>12. INT. CHATEAU</u> <u>CORRIDORS</u>	Jo Guard	Day	3BX,D2,4C & Slung	104- 105
22	<u>13. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Doctor	Day	1A,C1,5A	106- 110

"DOCTOR WHO" (LLL) EPISODE THREE
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/NIGHT	CAMS/BOOMS	SHOTS
23	<u>14. INT. CHATEAU CORRIDORS</u>	Guard Jo Doctor (oov)	Day	3BX, C1	111
23	<u>15. INT. CHATEAU MASTER'S ROOM</u>	Doctor Guard	Day	1A,C1,5A	112
24	<u>16. INT. CHATEAU CORRIDOR</u>	Jo Doctor (oov) Guard (oov)	Day	3BX,C1,D2	113
24	<u>17. INT. CHATEAU MASTER'S ROOM</u>	Doctor Guard Jo	Day	5A,C1,1A	114- 120
28	<u>19. INT. SUBMARINE</u>	Mitchell Lovell Ridgway	Day	3B,D2X,1B 2,5B	132- 141
30	<u>20. INT. CHATEAU TRENCHARD'S OFFICE</u>	Trenchard Master	Day	2A,A1,B1,4A	142- 150
32	<u>21. INT. CHATEAU MASTER'S ROOM</u>	Jo Doctor Guard	Day	1A,C1,5A, D1,3A	151- 156
35	<u>22. INT. NAVAL BASE HART'S OFFICE</u>	Hart Jane	Day	4B,B2, A2,2B	157- 158

"DOCTOR WH" (LLL) EPISODE THREE
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/NIGHT	CAMS/BOOMS	SHOTS
34	<u>23. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Guards Master Trenchard	Day	1A, C1, D1, 3A	160- 163
BREAK FOR CAMERAS					
35	<u>TELECINE 11</u> (A3) Submarine slowly goes down to touch bottom		Day		
35	<u>24. INT. SUBMARINE</u>	Mitchell Ridgway Sailors	Day	D2X, 1B, C2	164
35	<u>TELECINE 12</u> (A4) Submarine touches rock		Day		
35	<u>24A. INT. SUBMARINE</u>	Mitchell Ridgway Sailors	Day	3B, D2	165
35	<u>TELECINE 13</u> (combined with TK 12) Submarine settles on sea bed		Day		
36	<u>25. INT. SUBMARINE</u>	Mitchell Ridgway Sailors	Day	3B, D2X, 1B, C2, 5B	166- 172
36	<u>TELECINE 14</u> LS of Submarine (A5)		Day		

"DOCTOR WHO" (LLL) EPISODE THREE
 RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
37	<u>26. INT. CHATEAU TRENCHARD'S OFFICE</u>	Trenchard	Day	2A, B1	173
37	TELECINE 15 (A6) Doctor and Jo run towards cliff top watched by Guard	Doctor Jo Guard	Day		
37	<u>27. INT. CHATEAU TRENCHARD'S OFFICE</u>	Trenchard Master	Day	2A, A1, B1, 4A	174- 180

"DOCTOR WHO" (LLL) EPISODE THREE
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
<u>TO BE RECORDED AT END</u>					
39	<u>TELECINE 1</u> (A12) Opening Titles				
40	<u>TELECINE 2</u> (B1) Ext. Chateau Jo tries to leave chateau but is stopped by Guards. She eludes them and runs off	Jo Guards	Day		
41	<u>TELECINE 3</u> (B2) Ext. Chateau Guards search for Jo. She makes her way towards chateau	Jo Guards	Day		
42	<u>TELECINE 4</u> (B3) Submarine at sea submerging		Day		
43	<u>TELECINE 5</u> (B4) Last moments of submarine submerging		Day		
44	<u>TELECINE 6</u> (B5) Jo has worked her way very close to the chateau	Jo Guards	Day		
45	<u>TELECINE 9</u> (B6) Submarine going along under water		Day		

"DOCTOR WHO" (LIL) EPISODE THREE
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
46	TELECINE 10 Submarine underwater is motionless		Day		
47	TELECINE 16 Doctor and Jo are (B8) trying to escape but the Guards, Master and Trenchard head them off towards cliff tops. They are forced onto the beach. Then they discover that this is a minefield. Suddenly they notice walking up from the sea - a sea devil.	Doctor Jo Master Trenchard Guards Sea Devil	Day		
48	TELECINE 16 (CONTD.) Closing Titles (A13 or B15)				

"DOCTOR WHO"

SERIAL LLL

by

Malcolm Hulke

'The Sea Devils'

EPISODE THREE

TO BE RECORDED AT END

SOF

TELECINE 1 - Opening Titles

S/I T/J SLIDES:

{ a)
b)
c)

The Sea Devils
by MALCOLM HULKE
Episode Three

REPRISE FROM END OF EPISODE TWO
ALREADY RECORDED

4 INT. CHATEAU. MASTER'S ROOM. DAY
MS GUN

(MASTER PRODUCES GUN)

3 M2S 3
HOLD DR.
to door

DOCTOR WHO: Good afternoon.
(HE EXITS)

5 MCU MASTER

PAN him to door

2 MLS MASTER
in door.
Let him go

(GUN IS KICKED)

(MASTER COMES IN AND
A SWORD FIGHT ENSUES.)

THE DOCTOR BACKS TO
BEHIND SOME DRAPES.

ALREADY PRE-RECORDED

DOCTOR WHO: Stop hacking at that curtain. It's Government property

(THE FIGHT CONTINUES
INTO THE MASTER'S ROOM
AND THE DOCTOR LEANS
ACROSS TABLE)

DOCTOR WHO: I don't know about you -
but violent exercise always makes
me terribly hungry.

MASTER: Enjoy the meal Doctor -
it's going to be your last.

DOCTOR WHO: I'm surprised at you.
Why can't you realise that violence
never really solves....

MASTER: You're good Doctor but
not good enough.

DOCTOR WHO: Ah but, my real speciality
is my footwork.

(THE FIGHT CONTINUES)

WE END WITH MASTER & KNIFE)

4

MS MASTER.
HOLD RISE to MCU
include knife.
WHIP PAN L.
with KNIFE.

END PRE-RECORDING

1. 5 A 1. INT. CHATEAU. MASTER'S ROOM. DAY
MS GUN &
NEWSPAPER

PAUSE

(on 5. shot 1)

- 2A -

2. 3 A
MCU DOCTOR

(MASTER TURNS U/S)

TRENCHARD: (OOV) Well, what's going on here?

3. 5 A
MS TRENCHARD

(TRENCHARD OPENS DOOR
GUARD BEHIND HIM)

4. 3 A
MCU DOCTOR

5. 1 A
MS MASTER

PAN him L.
to M2S
MASTER/TRENCHARD

(THE MASTER HESITATES,
TEMPTED TO SHOOT, BUT
REALISES HE WOULD
LOSE HIS HOLD OVER
TRENCHARD)

MASTER: Simply defending myself.
This man came in here to kill me.

(on 1, shot 5)

(THE MASTER TURNS
THE KNIFE ROUND AND
HANDS IT
FIRST TO TRENCH RD.)

(TRENCHARD IS ASTONISHED)

6. 3 A
MCU DOCTORTRENCHARD: Be so good as to explain
yourself Doctor!DOCTOR WHO: Only a complete fool
would listen to such an accusation -
though I suppose in your case....7. 1 A
M2S TRENCHARD/
GUARD.
PAN GUARD L.
to M.DEEP 3S
GUARD/MASTER/
TRENCHARDTRENCHARD: Don't you speak to me
like that. I'm going to have a full
enquiry into this. You can consider
yourself under arrest. (TO THE GUARD)
Take him to my office immediately.8. 3 A
A/B

DOCTOR WHO: Don't be absurd man.

9. 1 A
A/BTRENCHARD: (TO GUARD) You heard me.
Take him away.10. 5 A
MLS DOCTORPAN him R. to
M2S DOCTOR/
TRENCHARD(THE GUARD DRAWS
HIS GUN, GESTURES
IT AT DOCTOR WHO)11. 3 A
MS MASTERDOCTOR WHO: Oh very well. If we
must go through with this charade.
(INDICATING THE MASTER) Take ^{care} not to
lose him again.12. 1 A
M2S DOCTOR/
TRENCHARD(DOCTOR WHO EXITS
WITH THE GUARD)Let DOCTOR go
PAN TRENCHARD
R.

13. 3 A
MS MASTER

TRENCHARD: (SHAKEN) What were you going to do, kill him? / I warn you, I won't stand for that sort of thing.

PAN him R.

to M2S

MASTER: I told you. I was TRENCHARL/MASTER defending myself. The question is, what are you going to do?

TRENCHARD: This is all getting out of hand. I just don't know...

14. 1 A
CU TRENCHARD

MASTER: Then let me tell you. Keep him prisoner here. You have no alternative. / Is the girl with him?

TRENCHARD: Yes. She was going to leave, but I had her stopped at the Main Entrance.

15. 3 A
CU MASTER

Let him go

MASTER: Then there's nothing to worry about.

16. 1 A
CU TRENCHARD

TO BE RECORDED AT END

TELECINE 2

(2 next)

(on 1, shot 16)

- 5 -

2A, A1, B1, 4A

17. 2 A 2. INT. CHATEAU. TRENCHARD'S OFFICE. DAY
MS DOCTOR

(DOCTOR WHO IS WAITING WITH
A GUARD. HE IS THUMBING
THROUGH A MAGAZINE, THEN HE
TURNS TO THE GUARD)

DOCTOR WHO: Have you any idea why
Col. Trenchard is taking orders from
the Master?

18. 4 A /
MS GUARD (THE GUARD SAYS NOTHING)

19. 2 A /
A/B I'm speaking to you. /

PAN him L.
to M2S GUARD/
DOCTOR, on 2nd
half of move
to C2S

(SILENCE.

DOCTOR WHO CROSSES
TO THE GUARD AND SNAPS
HIS FINGERS IN FRONT
OF HIS EYES TO SEE IF
HE IS CONSCIOUS)

(4 next)

- 5 -

(on 2, shot 19)

NO RESPONSE.

PAN DOCTOR R.

DOCTOR WHO TURNS
AWAY)

20.

4

A
LS DOOR.

DOCTOR WHO: (cont) Oh, well.

TRENCHARD in.

HOLD him to desk
& sit in
M.Deep 2S
DOCTOR/TRENCHARD(TRENCHARD ENTERS,
HAVING SCREWED UP
HIS COURAGE TO DEAL
WITH DOCTOR WHO.)HE QUICKLY GOES
BEHIND HIS DESK
TO SHOW HIS AUTHORITY)

TRENCHARD: Now then, Doctor. I'm afraid you're in very serious trouble. I've given the matter thought, and I'm going to hold you here until this whole thing is cleared up.

21.

2

A

H/A CU TRENCHARD

DOCTOR WHO: Is that what the Master told you to say?

TRENCHARD: (IGNORING THIS) You have attacked a government employee, and attempted to harm a prisoner in my care and protection.

22.

4

A

I/A CU DOCTOR

DOCTOR WHO: I have done no such thing. The Master knocked out that guard himself, as you very well know.

23.

2

A

CS PASS

PAN UP to
CU TRENCHARD

TRENCHARD: (IGNORING THIS) As for this Unit pass of yours, I believe it's a forgery.

24.

4

A

M2S DOCTOR/
TRENCHARD.
Phone in bottom
frame

DOCTOR WHO: Rubbish! Anyone at Unit HQ will vouch for me. If you'll permit me to telephone -

25.

2

A

CS TELEPHONE
& HANDS

TRENCHARD: (CUTTING IN) Prisoners are not allowed to make telephone calls.

26.

4

A

A/B

(2 next)

27. 2 A
MCU TRENCHARD

Col.

DOCTOR WHO: /Trenchard, why are you
allowing the Master/to use you like
this?28. 4 A
M2S GUARD/DOCTORTRENCHARD: (TO GUARD) All right,
take him away.(THE GUARD MAKES A
GESTURE FOR DOCTOR
WHO TO GO, AND
TRENCHARD SUDDENLY
OCCUPIES HIMSELF
WITH THE 'IMPORTANT'
PAPERS ON HIS DESK)HOLD DOCTOR to
desk & MC2S
DOCTOR/TRENCHARDDOCTOR WHO: You're throwing your
whole career away. you know.TIGHTEN as
DOCTOR leans in
to MCU DOCTORTRENCHARD: I've got nothing more to
say to you. The interview is over.DOCTOR WHO: Didn't anyone warn you
about the Master? Whatever he's told
you, it's lies.29. 2 A
CU TRENCHARD(TRENCHARD LOOKS UP
FROM HIS PAPERS)TRENCHARD: You'll be well treated -
as long as you behave yourself.30. 4 A
CU DOCTORDOCTOR WHO: Do you really think you
can hold me here?31. 2 A
CU TRENCHARDTRENCHARD: This is no ordinary prison.
If you attempt to escape the guards
will shoot to kill. (cont ...)32. 4 A
MC2S DOCTOR/
TRENCHARD

(DOCTOR WHO EXITS.)

HOLD DOCTOR to
doorTRENCHARD MOHS HIS
BROW. THE TELEPHONE
RINGS, HE LIFTS)33. 2 A
MS TRENCHARD
TRACK INTO CU
(COUNT OF 4)

(on 2, shot 33)

- 8 -

TRENCHARD: Trenchard....
(REACTING) What! Then find her.
Now!

(HE SLAMS DOWN THE
TELEPHONE, BURIES
HIS HEAD IN HIS HANDS)

TO BE RECORDED AT END
TELECINE 3

34. 1 A
(THROUGH f/g
thing on table)
LS DOOR

(5 next)

- 8 -

1A, C1, 5A, D1, 3A

3. INT. CHATEAU: MASTER'S ROOM. DAY

CRANE UP
with TRENCHARD
to M2S
MASTER/TRENCHARD

(THE MASTER IS
ASSEMBLING A PIECE
OF APPARATUS FROM
THE EXPERIMENTAL
SONAR EQUIPMENT STOLEN
FROM THE NAVAL BASE
STOREROOM.

TRENCHARD ENTERS)

TRENCHARD: I've got him under
lock and key

MASTER: (CUTTING IN) Just a moment.

(THE MASTER CONTINUES
WITH SOME INTRICATE
TASK, WHILE TRENCHARD
WAITS.

THEN THE MASTER LOOKS
UP)

MASTER: Under lock and key eh?
Excellent. And the girl?

(TRENCHARD SHOWS
SUDDEN AND EXTREME
INTEREST IN THE
MASTER'S WORK)

(5 next)

TRENCHARD: What a fascinating contraption.

35. 5 A
C2S MASTER/
TRENCHARD MASTER: I asked ^{you} about the girl?

Let TRENCHARD go TRENCHARD: Little mishap on the way back here. She got away.

HOLD MASTER MASTER: And by now is no doubt running straight back to the Naval Base.

36. 1 A
MCU TRENCHARD TRENCHARD: No fear of that. ^{The} She'll never get out of the grounds. ^{The} Guards will pick her up any moment.

37. 3 A
MCU MASTER MASTER: Let us hope so.

TRENCHARD: Oh, no doubt about it.

38. 1 A
MCU TRENCHARD (BUT THE MASTER GIVES HIM A LOOK, REALISING THERE IS EVERY DOUBT ABOUT IT)

39. 3 A
MCU MASTER MASTER: Nevertheless, we've got to work very fast. From now on I shall need your full cooperation. Where's the Doctor?

Let MASTER go TRENCHARD: In a security cell.

MASTER: Send him to me, will you? I'd like a word with him.

40. 1 A
MCU MASTER f/g (THE MASTER GOES BACK TO WORK, VIRTUALLY DISMISSING TRENCHARD, WHO LOOKS AT HIM UNEASILY, THEN EXITS)

TRENCHARD b/g

41. 4 B
CS CHART

4B, B2, A2, 2B

4. INT. NAVAL BASE. HART'S OFFICE, DAYZOOM to
DEEP by Fort
(COUNT 3)(HART AND A YOUNG
SUBMARINE COMMANDER,
RIDGWAY, ARE STUDYING
A CHART OF THE AREA
AROUND THE OIL RIG.

(JANE IS PRESENT)

42. 2 B

M2S
RIDGWAY/HART

HART: I can't give you much to go on. But I believe there's something down there. / (INDICATING A DEEP IN THE CHART) Your ^{submarine} is fitted with a new experimental sonar. Good chance to try it out.

43. 4 B

M2S HART/
RIDGWAYHOLD HART to
f/g DEEP 2S
RIDGWAY/HART

RIDGWAY: Er - what are we looking for Sir? /

HART: I wish I knew. The man we took off the fort was babbling about Sea Devils...

44. 2 B

MCU HART

RIDGWAY: You don't think this is all getting out of hand, sir. Not the first time ships have vanished at sea. /

45. 4 B

MS RIDGWAY

HART: I'm well aware of that. To be exact, seventy in the last ten years. But we've lost three all in the same area. /

46. 2 B

MCU HART

RIDGWAY: Well, we'll do our best to find your sea devils, sir. /

47. 4 B

MS RIDGWAY

(1 next)

HART: I want you to signal a full report the moment you re-surface. /

(on 4, shot 47)

HART: Yes, sir.

PAN HIM L.
to DEEP 3S
HART/RIDGWAY/
JANEHART: All right, Mr. C. Mr., sir.
and good luck.

(RIDGWAY HART)

Let RIDGWAY
go.

HART (TO C. MR.) Still?

HOLD JANE to
VC2S HART/JANE

HART: Yes?

JANE: I was just wondering about Miss
Curt and the doctor, sir. She couldn't
be by now?48. 1 A
MLS DOOR

1A, C1,5A, D1, 3A

5. INT. DR. C. M. & C. M. FROM 47

TRENCHARD &
DOCTORIN.
GUARD b/g(THE DOCTOR IS WEARING HIS
OFFICER'S PLATES, WHICH IS
SO UNUSUAL FOR HIM.)

DOOR OPENS AND TRENCHARD ENTERS.

SHE STANDING OUTSIDE IS THE DOCTOR
IN HIS CLOTHES, AND A GUARD (HARDY))TRENCHARD: (TO DOCTOR) All right,
Doctor. Come along in.

(DOCTOR. O'NEILLIS)

49. 5 A
MS MASTER *INTRODUCING*: Ah, Doctor. Good of you to
spare me a few moments of your time.

50. 1 A

DEEP 3S MASTER/
TRENCHARD/DOCTOR

(on 1, shot 50)

DOCTOR WHO: I hadn't really anything better to do.

51. 5 A
M1S MASTER
 PAN him R. to
3S MASTER/
DOCTOR/TRENCHARD

HOLD DOCTOR'S
 sit with
 DOCTOR big f/g
 & closest 2S
MASTER/
TRENCHARD

MASTER: Yes, time does hang rather heavy when one's a prisoner. Would you like to sit down?

DOCTOR WHO: Thank you.

(DOCTOR WHO SITS ON
 A CHAIR INDICATED BY
 THE MASTER.)

AS SOON AS HE DOES,
 THE MASTER NODS TO
 TRENCHARD.

TRENCHARD TURNS TO
 THE GUARD)

52. 3 A
M1S GUARD
 (in doorway)
 PAN him L.
 to 3S

(THE GUARD STEPS
 FORWARD, PRODUCES
 KEY AND UNLOCKS THE
 HAND MANACLES)

53. 1 A
CS DOCTOR'S
 HANDS

DOCTOR WHO: How very kind of you -
 How very unkind of you.

54. 5 A
M2S GUARD/
DOCTOR

PAN GUARD R.
 HOLDING 2S

(MACHINE-LIKE, THE
 GUARD PULLS DOCTOR
 WHO'S HANDS BEHIND
 THE BACK OF THE CHAIR
 AND RE-MANACLES THEM,
 SO THAT DOCTOR WHO
 IS NOW ATTACHED TO
 THE CHAIR)

55. 1 A
M3S MASTER/
DOCTOR/
TRENCHARD)

HOLD TRENCHARD
 to door

TRENCHARD: (TO MASTER) I'll leave you
 to have your little chat. (WARNINGLY
 TO THE MASTER) There'll be a guard
 outside at all times.

DOCTOR WHO: I'm very relieved to hear
 it!

(on 1, shot 55)

(TRENCHARD AND THE
GUARD GO AND THE
DOOR IS CLOSED)

56. 5 A
L/A MC2S
MASTER/DOCTOR MASTER: No doubt you're wondering why I sent for you, Doctor.

57. 1 A
CU DOCTOR MASTER: How much have you told Unit?

58. 5 A
CU MASTER
 Let him go DOCTOR WHO: Everything. I phoned through a full report when Miss Grant spotted you at the Naval Base.

59. 3 A
M2S M. STLR/
DOCTOR MASTER: Yet you came back here to investigate in person. ^{interesting} I wonder if you're telling the truth.

HOLD MASTER
 to b/c of
 DEEP 2S DOCTOR WHO: You'll know soon enough.

60. 1 A
CU DOCTOR MASTER: You realise, Doctor, I could kill you here and now.

61. 3 A
CU M. STER DOCTCR WHO: And how would you explain that to Trenchard? I'm hardly in a position to 'attack' you.

62. 5 A
CU PROFILE DOCTOR MASTER: Do you really imagine that I care what Trenchard thinks?

63. 1 A
CU PROFILE
MASTER DOCTOR WHO: Whatever you're up to, you need Trenchard's co-operation. You're still a prisoner here.

64. 5 A
CU PROFILE DOCTOR MASTER: I can walk out of here any time I choose.

DOCTOR WHO: Then why don't you?

SBP

(on 5, shot 64)

- 15 -

65. 1 A
MS MASTER

PAN him R.
to M.Deep 2S
MASTER/DOCTOR

Because this place
MASTER: / makes a useful base for
my operations./ (INDICATING THE
APPARATUS) You see, I'm planning to
contact our reptilian friends.

DOCTOR WHO: How do you know about
them?

MASTER: From the Time Lords' files.

DOCTOR WHO: More stolen information?

66. 5 A
(CRABBED L.)
CU DOCTOR

MASTER: Naturally.

DOCTOR WHO: Why do you want to
contact them?

67. 3 A
CU MASTER

MASTER: These reptiles, Doctor, were
once the rulers of this planet. With
my help, they will be again!

68. 1 A
CU DOCTOR

69. 2 C
CS LOUDSPEAKER

42,20

PAN UP L.
to M2S
RATING/HART

(TELEGRAPHIST
IS SITTED AT THE R/T,
HART BESIDE HIM)

RIDGWAY: (FILTER) Entering the
specified zone now, sir. About to
dive.

PAN HART
L. to door

HART: (INTO MIKE) Very good.
We'll be standing by for your report.
Carry on.

/2 TO B/

PAUSE- 15 -

(HART BACK TO RADIO ROOM)

(2 next)

TO BE RECORDED AT END
TELECINE 4

4B, 42, 2B

70. 2 B 7. INT. I.V.L. BASE. HART'S OFFICE, D.Y.
MS HART in doorway (RESUME.)

PAN him L.

HART TURNS AWAY FROM THE R/T, AND GLANCES OUT OF THE WINDOW, OBVIOUSLY ANXIOUS.

JANE into f/g for DEEP 2S
HART/JANE

JANE ENTERS)

JANE: Excuse me, sir.HART: yes.
HART: What is it?

71. 4 B / telephoned
MCU JANE
JANE: I hope you don't mind, but I/ Colonel Trenchard - about the Unit people. He said they'd both gone back to London.

72. 2 B /
MS HART

(HART, STILL GLAZING OUT TO SEA, DOES NOT HAVE HIS MIND ON THIS SUBJECT)

73. 4 B /
L/B
HART: Oh, I see.

74. 2 B /
MCU HART
JANE: But they didn't bring the Jeep back, sir. Col. Trenchard said they took a taxi to the quay.

75. 4 B /
MCU JANE
HOLD her to CU
HART: You'd better send someone to go and fetch it.

JANE: Yes, sir. But why would they take a taxi when they could have used the Jeep? And ...

76. 2 B /
CU HART 16

(4 next)

- 17 -

(on 2, shot 76)

(HART TURNS FROM
THE WINDOW)

HART: Yes. Go on.

77. 4 B
CU JANE

Well sir.

JANE: / Surely they'd have called
back here before they left the
island?

78. 2 B
CU HART

TO BE RECORDED AT END

TELECINE 5

79. 3 B
LS SUBM/RINE

(1 next)

(on 3, shot 79)

- 17A -

3B, D2, 1B, C2, 5B

8. INT. SUBMARINE. DAY

MITCHELL L.

f/g

RIDGWAY R. b/g

(THE ARE AROUND THE
PERISCOPE.)

RIDGWAY AND HIS
NUMBER ONE, MITCHELL)

RIDGWAY: (CALLING AN ORDER) Keep
50 feet.

PAN MITCHELL
L. to M3S
X "Drivers"

(A KLAXON STARTS
GOING. RATINGS AT
CONTROLS ARE ACTIVE)

KLAXON

MITCHELL: Aye aye sir. Stand by
to blow Q. (TWO SECOND PULSE)
Blow Q.

80.

1 B

MLS RIDGWAY

/

FILTER: Repeat orders.

(on 1, shot 80)

-18-

REDGWAY: Up periscope.(A.L. X 1000 1000 10
L.G. 1000 1000 1000
D.I. 1000)

All right, Number One. Start by your sonar watch.

81. 5 B MS MITCHELL MITCHELL: Night sir. (MLS) What are we looking for?

82. 3 E MCU REDGWAY REDGWAY: Don't know. If we'll know it when we find it.

1 to A	D to A
3 to A	C to A
5 to A	...

 BREAK

83. 1 A 9. I ... D. ... O. ... T. ... R. ... Y
MLS DOCTOR X sonic thing (DOCTOR DOUGIE DOOR
S. T. .)

MASTER'S HAND in f/g (MASTER DOOR DOOR DOOR)

84. 3 A MS MASTER MASTER: But why do you want to help them? What can you possibly hope?

DREW: The pleasure of seeing the human race exterminated. The human race of which you ~~present~~ will be a ^{so fond} reward in itself..

85. 5 A (A.U. (A.U.) A.U.) /
M.DEEP 2S DREW/DOCTOR (DOCTOR MCU) Governor: The Governor wants to see you.

86. 1 A MS MASTER f/g DREW/DOCTOR b/g (O.O.I.O) Just a moment.

(5 next)

Rewrite Sp.3 LLL

-19-20 -

(on 1, shot 66)

MASTER: He'd like to see you now.

87. 5 A
MCU DOCTOR
DREW b/g

MASTER: Better /hurry
You're still a prisoner /you
now. You'll never get it off
the ground.

88. 1 A
CS Sonci thing.

CRANE UP with it (MCU DOCTOR)
& ZOOM IN as (MASTER)
MASTER crosses to (GUARD)
door to MCU DOCTOR. (CLOSED GUARD)
Let MASTER go (MASTER)
89. 3 A
CS DOCTOR'S hands (T. P. G. T.)
(T. P. G. T. IN)

TO BE RECORDED AT END

TELECINE 6

(NO SHOTS 90 - 96)

-19-20 -

(T/K next)

TELECINE 7 (A1)

(Dur: 19")

Ext. Chateau

JO is working her way along the outside of the building, looking in windows. She looks in a barred window, reacts.

END TELECINE 7

97. 5 A

US DOCTOR R.

f/c

1A, C1, 5A, D1

II. INT. CHATEAU. MASTER'S ROOM. DAY

(DOCTOR WHO IS STRUGGLING TO SQUEEZE HIS HANDS THROUGH THE MANACLES.)

BEHIND HIM WE SEE JO LOOKING IN THROUGH THE BARRED WINDOW. SHE TAPS ON THE GLASS. TAP

98. 1 A

MCU DOCTOR

DOCTOR WHO LOOKS UP.

99. 5 A

MCU JO

SHE INDICATES THE BARS AND MAKES A HOPELESS GESTURE. THEN SHE POINTS AT THE DOOR, THEN AT HIM AND POINTING RABBIT TO HER MOUTH INDICATES

100. 1 A

MCU DOCTOR

101. 5 A

A/B

Let her go

THAT THE DOCTOR SHOULD MAKE A NOISE. FINALLY SHE POINTS AT HER WRIST WATCH AND PUTS UP FIVE FINGERS.

102. 1 A

MCU DOCTOR

THEN SHE GOES AWAY.

U JP

- 22 -

(on 1, shot 102)

DOCTOR WHO LOOKS AT
CLOCK

103. 5 A
CS CLOCK

(CLOCK WITH SECOND HAND
READS 2.13)

TELECINE 8: (A2)

Ext. Chateau. (Dur: 1' 06")

JO comes along the side
of the building, finds
an open window and climbs
in.

Int. Chateau
She hides from Guard
coming down stairs.

END TELE CINE 8

3BX, D2, 4C, & Slung

104. 3 BX 12. INT. CHATEAU. CORRIDORS. D.Y.
MLS GUARD

(FIRST A SHOT OF THE
GUARD STANDING OUTSIDE
THE MASTER'S DOOR.)

105. 4 C
LS JO

CUT TO ANOTHER SECTION
OF CORRIDOR, AS JO
COMES ALONG)

Let her go L.

106. 1 A
CU DOCTOR

1A, C1, 5A

13. INT. CHATEAU. MASTER'S ROOM. D.Y.

107. 5 A
CS CLOCK FACE

(THE DOCTOR WHO IS
WATCHING THE CLOCK.)

IT IS ALMOST FIVE
MINUTES LATER.

108. 1 A
CU DOCTOR

HE WAITS FOR THE
SECOND HAND TO REACH

109. 5 A
CS CLOCK

TWELVE, THEN HE STARTS
TO SHOUT)

110. 1 A
CU DOCTOR

DOCTOR WHO: (CALLING) Is there anyone
out there?

- 22 -

111. 3 BX
MLS GUARD

Rewrite Ap.3 LLL

-23-

(on 3, shot 111)

3BX, C1

LIE. INT. CHATLU. CO 110. S. D. Y.

JO into k/g
as GUARD
turns

(THE GUARD OUTSIDE THE
GUARD'S DOOR)

ZOOM to
CU JO

DREW: (VO) Hey guard?

(CUT TO JO AT THE
OPENING OF THE
COMM. IN CHATLU)

I said is there anyone out there?

DREW: Please be quiet sir.

112. 1 A

MS DOCTOR
Door b/g
L.

1A, C1, 5A

LIE. INT. G. CHATLU. CO 110. S. D. Y.

C/

(DOCTOR CLASS ROOM)

Let DREW
into M2S

DREW: (cont.) Come in at
once, I want to talk to you?

(LOUDER)

(LOUDER) I said come in at once.
I won't talk to you.

(DREW ON HIS WAY
OUT)

DREW: What's all the noise about?

113. 3 BX

LS JO

23

(5 next)

(on 3, shot 113)

3DX, Cl, D2

16. INT. ON MALL CO. LOBBYHOLD her to
MS at door
& PAN her L.(JO CAME ALONG MS
COMING TO THIS TIME
ONLY BOOM)LIO: (yo) How long do I have to be
kept cooped up like this? It's
disgraceful what's put the
country over there?JO: (yo) You'll stay there till
some tells us different.

(S. S. S. J. L. D.)

114. 5 A
M2S fav.
DREW

5A, Cl, 1A

17. INT. ON MALL CO. LOBBYLet JO in
b/g

(JO COMING IN)

LIO: Tell what about some food.
Then? Surely they didn't tell your
stomach to death?JO: You'll see food when the time
comes.115. 1 A
MCU JOPAN her L.
behind door(JO WALKS INTO ROOM
ACROSS FROM MALL WHICH IS
MALL IN THE TIME PERIOD
OF THE BOOK)

(on 1, shot 115)

DREW: I do send to see Colonel TRENCHARD in strictly. He's got absolutely no right to detain me.

116. 5 A

M2S DREW/
DOCTORAs DREW goes
CRAB L. to
hold 2S

DREW: Look sir, you'd better off in here than in one of the cells. Be please be quiet sir.

Let him go
JO in to b/g(THE GUARD LINES, CLOSING
THE DOOR.)DOOR TO JO.
GUARD LINE CLOSING
THE DOOR.

117. 3 A

CS MANACLES
& JO

Let her go

DOOR OPENED, CH
GUARD LINE OPENED,
MAN ACLES TO JO
MAN ACLES LINE OPENED.

118. 5 A

MCU DOCTOR
JO INTO C2S
Let her goDOOR OPENED, CH
GUARD LINE OPENED.

119. 1 A

X f/g tools.
HOLD JO to f/g
then to 2S with
DOCTORJO TICKS UP, CH
GUARD LINE OPENED
MAN ACLES.)

120. 3 A

CS MANACLES
& JO

121. 2 A

MS TRENCHARD

2A, A1, B1, 4A

18. INT. ON THE LINE. THE GUARD'S ORDINARY

PAN him L.
to M2S TRENCHARD/
HART

(CUT IN VISITING & END OF P)

TRENCHARD: Please get him more I can tell you old chap. I'll be punctual as a ro. Called for a taxi and off they went.

122. 4 A

M2S TRENCHARD/
HART

HART: I see Miss Grant tell a we'd caught sight of your prisoner at the base.

(on 4, shot 122)

HOLD TRENCHARD
to MLS &
CSO SCREEN
(CSO FEED FROM CAM. 5)

TRENCHARD: Absolutely ridiculous.
I mean, this place is totally secure.
Just take a look at the alarm system -

5 CAPTION

(TRENCHARD TRIES TO
LEAD HART OVER TO
A CHART ON THE WALL)

123. 2 A
MCII HART

H.R.T.: You see, George, you did drop in to see me at exactly the time of the robbery.

124. 4 A
MS TRENCHARD
P.M him R.
to MC2S

OFF CSO

125. 2 A
CU HART

TRENCHARD: My dear chap, you're scarcely suggesting that I stole your wretched equipment! Don't understand the stuff. Tried to make a crystal set once when I was a lad - never got it to work.

HART: Would it be possible for me to see your prisoner?

126. 4 A
CHI TRENCHARD

TRENCHARD: Strictly against the rules, old chap. No-one's to see him without a special pass., Completely incommunicado

127. 2 A
MC2S
TREN

HART: Couldn't we stretch the rules a little, George? It is ^{very} important.

CRAB L. with
them to d/s of
rostrum

(TRENCHARD STUDIES HART
A MOMENT, REALISING HE
MEANS BUSINESS)

TRENCHARD: All right, old chap. Since it's you. You can see him on here.
(cont . . .)

128. 4 A
MS CSO monitor

(TRENCHARD TURNS ON THE MONITOR.)

HART & TRENCHARD
f/g

WE SIE THE BACK OF
THE MASTER'S HE'D
AGAINST THE PLAIN
BRICK WALL OF A
DINGY CELL. THE
MASTER IS READING.

(CSO FEED CAM. 3'S OUTPUT)

3 BX
MCS MASTER

JP

(on 4, shot 128)

- 27 -

AFTER A MOMENT, THE
MASTER CLOSES THE
BOOK AND TURNS TO
PICK UP ANOTHER)

129.

2 A

M2S TRENCHARD/
HART

TRENCHARD: (cont) There you are.

HART: Well - I suppose the Doctor
must have been mistaken.

130.

4 A

A/B

3 BX

A/B

OFF CSO

131.

2 A

M2S HART/

TRENCHARD.

CRAZ R. to
HOLD TRENCHARD
to b/g

(TRENCHARD TURNS OFF
THE MONITOR, WELL
PLEASSED)

TRENCHARD: Course he was. Seemed a
pretty cranky fellow to me. Time for
a quick one?

(TRENCHARD MOVES ACROSS
TO A CUPBOARD)

DEEP 2S

HART/TRENCHARD HART: No. I'd better be going.

PAN them L.
to door

TRENCHARD: All right, old chap. I
know how busy you are. One of the
guards'll see you out.

Let HART go

HART: Thank you George

HOLD TRENCHARD

(TRENCHARD, A VERY
WORRIED MAN, USHERS
HART OUT)

3 TO E

TO BE RECORDED AT END

TELECINE 9

132.

5 B

IS SUL.

- 27 -

(1 next)

Rewrite Pg.3 LLL
(on 5, shot 132)

-28-

3B, D2X 1B, C2, 5B

RIDGWAY: (CONT'D) /

ENGINES

Sonar Operator
& MITCHELL
R. frame

(MITCHELL IS STANDING OVER
LEAVING RATING LOVELL WHO Sonar
TBS AT A CONTROL WHILE PING
PING PINGING.

GRAMS
Ping

RIDGWAY into
3S

THE CAN HEAR THE SPINNING
PING-PING OF THE SONAR.

RIDGWAY: (CONT'D) (LONG)

RIDGWAY: Anything?

MITCHELL: No, sir. Nothing at all.

133. 1 B
MCU MITCHELL

RIDGWAY: (CONT'D TO OVR ON) Well
Keep tryin' - /

(LOVELL IS STANDING OVER PING
PINGING IN THE COCKPIT LOGO.

GRAMS
Ping &
echo

LOVELL IS STANDING OVER PING
PINGING (ADJUSTS
CONTROLS)

LOVELL: We've got a contact.

134. 5 B
L/Z M2S
RIDGWAY/
MITCHELL

(LOVELL IS STANDING OVER PING
PINGING IN THE COCKPIT LOGO)
MITCHELL IS STANDING OVER PING
PINGING) /

GRAMS
Sonar
gone
mad

RIDGWAY: What the blazes is that?

135. 1 B
MCU LOVELL

(LOVELL ADJUSTS CONTROLS,
MITCHELL IS OVER HIS SHOUL-
DER)

(5 next)

Submarine Rewrite

11.11.71 (on 1, shot 135)

-29-

LOVELL: It's gone crazy, sir.

136. 5 B
M3S RIDGWAY/
MITCHELL/
LOVELL

(SUDDENLY THE COMPUTER IS NO
LONGER WORKING. THE
SCREEN IS BLANK.)

LOVELL ADJUSTS CONTROLS
TO NO AVAIL)

Let MITCHELL
go

RIDGWAY: (TO MITCHELL) Get the sonar
maintenance. on to

137. 3 B
MCS MITCHELL

PAN him L.

(MITCHELL GOES TO A
PORTAL, LIGHTS THEM
PULLS THEM OUT -
THE LIGHTS ARE NOT WORKING)

LOVELL: It's packed up.

MITCHELL: It's gone dead.

138. 5 B
LS SUB

LIGHTS
Down.
Flickering
then dull
emergency

(THE LIGHTS IN THE
COMPARTMENT FLICKER AND
ARE THEN DULL-
THEY ARE ON EMERGENCY
SUPPLY)

139. 1 B
MCU RIDGWAY

(THE SOUND OF THE ENGINES
STOP) GRMS
Run down

V.O. (1) MITCHELL: Manoeuvring Room
here sir. Loss of essential power
supplies. I repeat - we have lost
all essential power supplies.

V.O. (2) MITCHELL: Switchboard here
sir. Loss of essential supplies.
Loss of essential supplies... /

140. 3 B
CU MITCHELL
DEFOCUS

(MITCHELL AND RIDGWAY LOOK
AT EACH OTHER.)

141. 1 B
CU RIDGWAY
DEFOCUS

TO BE RECORDED AT END

TELECINE 10

142. 4 A
CU TRENCHARD
(2 next)

(on 4, shot 142)

2A, A1, B1, 4A

20. INT. CHATEAU. TRENCHARD'S OFFICE. DAY.(TRENCHARD AND THE
MASTER.)THE MASTER ENTERS FROM
THE ANTE ROOM, CARRYING
THE DEVICE UPON WHICH
HE HAS BEEN WORKING)

(On to page 31)

- 30 -

(2 next)

TRENCHARD: I can't keep this up, you know. The lies I've told. How long before that device of yours is ready?

142A. 2 A
CU MASTER

MASTER: Just a matter of hours.

142B. 4 A
A/B

(TRENCHARD PEERS AT THE DEVICE)

143. 2 A
MS MASTER &
THING

TRENCHARD: What on earth is it?

MASTER: It is a perfect reproduction of the communications device used by the enemy agents. We are going to use it to lure them into a trap.

144. 4 A
MCU TRENCHARD

TRENCHARD: I only hope this is going to work. If it doesn't I'm in for it.

MASTER: It will work all right.

145. 2 A
MS MASTER

Think of it Trenchard. You can be responsible for exposing some of the most dangerous saboteurs this country has ever known. A grateful government will give you anything you ask for.

HOLD RISE &
PAN him L.
to M2S
MASTER/
TRENCHARD

TRENCHARD: Well, I don't want any reward, of course. Just doing my duty.

146. 4 A (ON
TURN)
MCU TRENCH RD

MASTER: Yes.

MASTER: Of course.

Now I'd better get on with my work back in my quarters.

TRENCHARD: This Doctor fellow, have you finished with him?

147. 2 A
MCU MASTER

(4 next)

(on 2, shot 147)

PAN him L.
to MC2S
MASTER/
TRENCHARD

Let MASTER
go

Not
MASTER: For the time being. You
what about
that girl? Have they caught
her yet?

TRENCHARD: (LAUGHING) Grounds are
very large, you know. Only a matter
of time, though. She can't get away.

you're right.

148. 4 A MS E. STEIN

MASTER: I hope / . Perhaps it
would be more prudent if one of
your guards were to take me back.

149. 2 A MCU TRENCHARD

E. STEIN: What? Oh, yes. Just
pop up appearance ... what?

150. 4 A CS INTERCOM

(TRENCHARD RIGGS UP HIS
INTERCOM IN OFFICE)

151. 3 A CS HANDS
& CUFFS

INT. CHITTEL: M. SWEENEY OFFICE. NY.
L1, C1, 5A, D1, 3A

152. 5 A M2S JO/DOCTOR

JO to b/g
decor C. frame

(JO IS JUST COMPLETING
UNDRESSING DOCTOR WHO'S
CLINIC. DOCTOR WHO
INDICATES TO JO.
SHE HURRIES THIS P...
SHE DOES. HE PUTS
HIS LEGS UPHOLDING THE
CHAIR AGAIN AS THOUGH
STILL UNABLE, THEN
SHOUTS TO SHOUT)

DOCTOR WHO: (CALLING) Hey you out
there! Come here - I want you.

(NOTHING HAPPENS)

DOCTOR WHO: (CALLING) Help! I'm in
trouble. (HE GROANS AGONIZINGLY)

(1 next)

(on 5, shot 152)

Door masks
JO (DRAW DFT LSS CLUTIOUSLY)

DREW into
M2S

DREW: What's wrong now.

153. 1 A
MLS JO

PAN her to
floor

JANE: These handcuffs, they're
killing me.

154. 5 A
M2S DREW/
DOCTOR

DREW: I've got strict instructions -

155. 1 A
H/A 2S
DREW/JO

(JO COMES UP BEHIND
THE GUARD AND PUSHES
HIM TO THE DOCTOR. DOCTOR

DOCTOR GOES BACK

UP AND TELLS THE GUARD

WITH A VIOLENT SWING OF HIS ARM

LOOKING THE GUARD IN THE EYES

UNCOMFORTABLE BODY (ARMED

TO THE GUARD). DOCTOR
WICHES JO WITH HIS LY.)

156. 5 A
MC2S JO/DOCTOR

HOLD them to
door

157. 4 B
MS HART

4B, B2, A2, 2B

22. LT. H. V. L. 5G: H. H. S. OPTIC. . . . Y

(RIGHT ANGLE)

PAN JANE L.

LT. H. V. L.: Anything from the subblythe?

JANE: No sir.

LT. H. V. L.: I want you to get on to Unit.
Find out if there's any news of
Doctor and his wife's return.

JANE: Right, sir.

158. 2 B
CU HART

160. 1 A
L/A MLS
(. . .) TRENCHARD into 53-
doorway

(3 next)

1A,C1,D1,3A

23. INT. CHATEAU: MASTER'S ROOM. DAY

(A GUARD IS LIFTING
THE HEAD OF THE UNCONSCIOUS
GUARD. STANDING WATCHING
IS THE MASTER. TRENCHARD
HURRIES IN)

TRENCHARD: What's happened?

161. 3 A

H/A M2S
MASTER/DREW

(TRENCHARD STOPS DEAD
WHEN HE SEES THE
UNCONSCIOUS GUARD)

MASTER: It appears that Miss Grant
has succeeded in releasing the
Doctor.

162. 1 A

CU TRENCHARD

TRENCHARD: This is terrible.
They'll ruin everything.

163. 3 A

H/A SCU MISTER

-35-

HISTER: Exactly. That's why you've got to find them.

BREAK

TELECINE 11: (A3) (Dur: 11")

Submarine underwater: Model

It is slowly going down, to touch bottom.
END TELECINE 11

I	TO	B
3	TO	B
5	TO	B
D	TO	2
C	TO	2

164. 3 B

(ON CHAR)

LS MITCHELL DX, 1B, C2
(SLIGHT 24. INT. SUBLIMING DAY
TILT)

(MITCHELL COMES UP TO RIDGWAY)

CRAB him L. to
2S RIDGWAY/
MITCHELL

MITCHELL: It's no good, sir.
There's absolutely nothing the matter with the main engines - we've run a complete check on them.

(RIDGWAY LOOKS AT A DIAL)

BIG CAMERA
SHAKE &
MORE TILT

RIDGWAY: We're still going down....

(SUDDENLY THE COMPARTMENT SHUDDERS. RIDGWAY, MITCHELL AND RIDGWAYS PLEASANTLY DANCE THEMSELVES)

TELECINE 12: (A4) (Dur: 26")

Submarine on seabed. Model

The submarine touches Rock

165. 3 B 24. INT. SUBLIMING DAY
A/L (CAMERA SHAKE) (SHUDDER)

TELECINE 13 (COMBINED WITH T/K 12)

Submarine comes off
rock and reaches
bottom

?35

166. 5 B

(ON CHAR)

LS SUB with
slight cam. shake
& tilt

25. INT. SUBMARINE. DAY.

167. 1 B (THE SUBMARINE HAS SETTLED) /

2S MITCHELL/
RIDGWAY
PAN them R.
to MC2SMITCHELL: (QUIETLY) What do
we do now sir?RIDGWAY: Keep working on the
engines.168. 5 B /
CU MITCHELL
MITCHELL: There's nothing wrong
with them, sir. / There's nothing
wrong with any part of this boat.
We've checked everything. /169. 3 B /
CU RIDGWAY

RIDGWAY: Then check again -

170. 1 B /
MC2S RIDGWAY/
MITCHELLGRAMS
3 BANGS

MITCHELL: Divers sir?

RIDGWAY: That's impossible.

171. 5 B /
SCU MITCHELL
Let him goMITCHELL: Well, there's something
there. /GRAMS
2 BANGS172. 1 B /
C2S
HOLD RIDGWAY
to f/g

TRACK IN to
CUVO (3)(FILTER): Forward section GRAMS
here sir. We're being attacked.. Tape
(RIDGWAY FLICKS A SWITCH)RIDGWAY: This is the Captain.
What's happening?VO (3) (FILTER): Someone's coming GRAMS
in sir...through the escape Tape
compartments...RIDGWAY: Shut off forward and
aft escape compartments. (SCREAM) GRAMS
(INTO INTERCOM) What's happening
man. What's going on. ScreamVO (3) (FILTER) : They're coming GRAMS
in sir...they're... Tape(THERE'S A SCREAM,
SILENCE)GRAMS
ScreamTELECINE 14 (A5)

LS of Submarine (Dur: 25")

END TELECINE 14173. 2 A /
(T/K next) MCU TRENCHARD

- 37 -
2A, Bl
(on 2, shot 173) 26. INT. CHATEAU. TRENCHARD'S OFFICE. DAY
(TRENCHARD IS ON PHONE)
TRACK INTO
CU
(COUNT 7)
TRENCHARD: (INTO PHONE) Now understand
this, th' v've got to be found.
. They're both
dangerous enemy agents. Use every
available man.

TELECINE 15 (A6) (Dur: 16")
Chat au rounds

SOF

LONG SHOT of DOCTOR W C and J running towards cliff tops.
RUN ROUND to GUARD with walkie talkie, watchin'. He lifts the walkie talkie.
END TELECINE 15

BARCLAY: Guard to control.
Subjects entering sector 27.

2A, A1, Bl, 4A
174. 2 A 27. INT. CHATEAU: TRENCHARD'S OFFICE.
MCU TRENCHARD Y.

GRAMS
End of T/F
Seq. on
Filter
Foldback
for
Trenchard

(TRENCHARD ON THE
PHONE, THE MASTER
WITH HIM. THE MASTER'S
ANTENNAE IS ON
TRENCHARD'S FSK)

TELECINE: (INTO PHONE) Y-s, all
right. (TO MASTER) They're making
for the beach / towards the main field.

175. 4 A
MC, DEEP 2S
MASTER/TRENCHARD
include sonic
thing
Let TRENCHARD
go

MASTER: Trying to re-join their
associates at sea.

176. 2 B
CU TRENCHARD

TRENCHARD: Right, we'll head them
off.

177. 4 A
CU MASTER

MASTER: No, let them then get to
beach.

178. 2 A
A/B

TRENCHARD: But we must catch
them!

179. 4 A
A/B

(2 next)

180. 2 A
CS sonic
thing

MASTER: (INDICATING APPARATUS)
This apparatus is complete now.
We can use it to trap them all together.

ZOOM to
CS Revolving

(THE MASTER SWITCHES
ON THE APPARATUS.
IT BEGINS TO EMIT A
REGULAR BEEP.
N.B. IT CONTINUES
THIS 'BEEP' IN A RISING
TEMPO THROUGHOUT
THE REST OF THE EPISODE)

TO BE RECORDED AT END
TELECINE 16

TO BE RECORDED AT END
TELECINE 16 (CONTD.)
Closing Titles

LEADER

TELECINE 1 (All) OPENING TITLES
(Dur: 30")

SOF

S/I T/J SLIDES: (1) The Sea Devils
 (2) by MALCOLM HULKE
 (3) Episode Three

END TELECINE 1

LEADER

TELECINE 2 (B1)

SOF

Ext. Chateau (Pur: 23")
Courtyard

JO comes out of the
Chateau main door.
BARCLAY and another
Guard are standing
by a Naval jeep.

JO: Look I've got to get back
to the Naval Base. It's urgent.

BARCLAY: Sorry, miss. Orders.
(TO OTHER GUARD) Take her back
inside.

The Guard grabs JO's
shoulder, but finds himself
flying through the air knocking
over the second guard.

JO runs for cover.

BARCLAY picks himself
up.

BARCLAY: (TO OTHER GUARD) Well
dcn't just sit there. Get
after her.

They run after JO

END TELECINE 2

BLANKING

TELECINE 3 (B2)

SOF

(Dur: 21")

Ext. Chateau Grounds

There are Guards searching
for Jo.

As they pass a place of
concealment, JO emerges
and makes her way
towards the chateau.

END TELECINE

BLANKING

TELECINE 4 (B3) (Dur: 26")
Submarine at Sea.

SOF

The submarine submerges.

END TELECINE 4

BLANKING

TELECINE 5 (B4)

(Dur: 18")

SOF

Submarine at Sea.

The last moments of the
submarine submerging -
wash on the coning tower
and periscope, etc.

END TELECINE 5

BLANKING

TELECINE 6 (B5) (Dur: 39") SOF

Ext. Chateau Grounds.

Jo has now worked her way very close to the chateau.

A car load of Guards goes by looking for her. She runs up to a door but finds it is locked.

END TELECINE 6

BLANKING

TELECINE 9 (B6)

SOF

Submarine Underwater ^(Dur: 22")

Submarine going along.

END TELECINE 9

- 46 -

BLANKING

TELECINE 10 (B7)

(Dur: 13")

SOF

Submarine under water.

The submarine motionless.
We can see the
propellers which are
not turning.

END TELECINE 10

BLANKING

TELECINE 16 (B8)

SOF

Chateau Grounds. Cliff Td~~pair~~: 1' 42")

JO and DOCTOR WHO are running pursued by GUARDS who are herding them in one direction - towards the cliff tops - rather than trying to catch them.

JO and the DOCTOR run past a lifebuoy stand and look down over the edge of the cliff.

They see a beach.

The Doctor throws down the rope from the lifebuoy stand over the cliff and they scramble down the cliffs towards the beach.

THE MASTER and TRENCHARD arrive at the cliff top

JO and DOCTOR WHO reach the beach and find that the GUARDS are pursuing them.

They look in the opposite direction along the beach. There is barbed wire and a sign post. We zoom in on the sign post, which reads "DANGER. MINEFIELD".

On the clifftop The MASTER presses a control on his apparatus, and it starts to bleep

On the beach DOCTOR WHO and JO are hemmed in by the minefield on one side, the guards on the other and the cliffs. Suddenly JO notices something and points.

JO: Doctor. Look!

We see a SEA DEVIL walking up from out of the sea. JO and DOCTOR WHO look on horrified.

END TELECINE 16

DUB
Attack
Bleep

LEADER

<u>TELECINE 16 (CONT'D.)</u>	<u>CLOSING TITLES</u>	<u>GRAMS</u>
	(<u>B15 or</u> <u>A12</u>)	<u>Closing</u>
S/I T/J SLIDES:	(<u>Dur: 54"</u>)	<u>Sig. Tune</u>
(1)	Doctor Who JON PERTWEE	
(2)	Master ROGER DELGADO	
(3)	Jo Grant KATY MANNING	
(4)	Captain Hart EDWIN RICHFIELD	
(5)	Trenchard CLIVE MORTON	
(6)	Commander Ridgway DONALD SUMPTER Lt. Commander Mitchell DAVID GRIFFIN	
(7)	3rd Officer Jane Blythe JUNE MURPHY Ldg. Seaman Lovell CHRISTOPHER WRAY	
(8)	Castle Guard Drew STANLEY McGEAGH Castle Guard Barclay TERRY WALSH	
(9)	The B.B.C. wish to acknowledge the help given to them by the Royal Navy in the making of this programme	
(10)	Title Music by RON GRAINGER AND BBC RADIOPHONIC WORKSHOP	
(11)	Incidental Music by MALCOLM CLARKE BBC RADIOPHONIC WORKSHOP	

TELECINE 16 (CONTD.)

CLOSING TITLES (CONTD.)

- (12) Special Sounds by
BRIAN HODGSON
- (13) Film Cameraman
PETER SARGENT
Film Editor
MARTYN DAY
- (14) Visual Effects
PETER DAY
- (15) Script Editor
TERRANCE DICKS
- (16) Designer
TONY SNCADEN
- (17) Producer
BARRY LETTS
- (18) Directed by
MICHAEL BRIANT
BBC Colour